Save or Close, wherein some file or digital information on said computer system is opened or closed, read into memory, or out to a permanent storage medium, and

k. Move, Copy or Paste, wherein a section of the content of a file, image, text or some other digital information associated with said computer system or display is transferred to another computer system or display, or some different logical location on said same computer system or display, and Select, where graphical objects rendered on a display is selected such that it becomes the recipient of a subsequent action, input or command to the associated computer system, and

l. Click, wherein an insertion point or cursor is moved to a specific location on a display, selecting or activating graphical objects underlying said location on said display, and

m. Erase, wherein selected information or images, or content associated with said images on a computer system, is erased from said display and/or from the memory of said computer system, and

n. Playback control, wherein a multimedia file, including graphics animation, video, sound or musical content on said computer system, is played at some speed, and wherein said speed is optionally controlled by said input, and

o. Connect, wherein said computer system is connected through a computer network to another computer system, online server, communication tool or social networking site, and

p. Share, wherein information on said computer system is placed on a computer server for the purpose of sharing said information with other users connected to said server, and

q. Online status, wherein information about the usage of said computer system by the user, or some arbitrary status or attribute of said user, is shared with a computer server for the purpose of sharing said information with other users connected to said server, and

r. Communicate, wherein said computer system serves as a communication device, and

s. Advertise, wherein an advertisement is rendered on a display, and

t. Order, wherein a beverage or food order selected on a display is processed and communicated to a vendor, vending machine, refilling station, or dispenser along with payment for said order, and

u. Gamble and Game, wherein said computer system is used to play games, promotional games of chance, lotteries or the like, and

v. Segmented Display, wherein said computer system displays an image across a multitude of displays, and

w. Authenticate, wherein said computer system provides access to a particular user or usage of information on said computer system.

9. The methods of claim 6 wherein said computer system comprises the apparatus according to claim 1.

10. A method for ordering beverages or food items from an interactive display disposed on an electronic food or beverage container wherein said beverages or food items are selected from a list provided by a vendor, by past a history of orders from the user, a history of orders received by a vendor, favorite orders by friends, or by celebrity favorites of said user, and said list being optionally made available to said display through some online social network.

11. The method of claim 10, wherein ordering comprises selecting specific recipes or mixes of ingredients.

12. A method for obtaining information on the product offerings, pricing or location of the nearest food or drink vendor, or vending machine, comprising the step of connecting to a user interface disposed on an electronic food or beverage container.

13. A method for paying or pre-paying a beverage or food order through an online system comprising the step of accessing a user interface disposed on an electronic food or beverage container.

14. A method for delivering promotional materials from a vendor or vending machine to a customer's interactive food or beverage container comprising the following steps:

a. Optionally, identifying said container by said vendor or vending machine through said container being within threshold distance of said vendor or vending machine, and

b. Optionally, identifying said container by said customer contacting said vendor or vending machine through a user interface disposed on said container, and

c. Optionally, identifying said container by said customer placing an order with said vendor or vending machine, and wherein

d. Said vendor or vending machine selecting said promotional materials on the basis of chance, characteristics of said customer's history of orders; or characteristics of said customer's order; and

e. Digitally uploading said promotional materials to said container by a wireless or wired network, and

f. Displaying or playing on said container of said promotional materials.

15. The method of claim 14, wherein said promotional materials are selected from a group consisting of: advertisements, ringtones, videos, music, lotteries, food or beverage menus, games of chance or skill, slogans; and company art work.

16. A method for tracking nutritional or caloric value, carbon credits or carbon offsets, or volume of beverages or food items ordered or consumed through an electronic food or beverage container, wherein:

a. Optionally, said container identifies the nutritional or caloric value of beverages or foods consumed through said container by measuring said nutritional or caloric value through a input device disposed on said container; and

b. Optionally, the vendor of said beverages or food items communicates information about the nutritional value, caloric value, carbon credit or carbon offset through some wired or wireless communications with said container upon placement of an order of said container; and wherein

c. Said container, or some associated online database, maintains information on the beverages or food item, and the volume of said beverages or food items consumed through said container.

17. A method wherein the level of food or drink contained in an electronic food or beverage container is an incentive in an electronic game rendered on said container's display.

18. A method for purchasing an electronic travel, event or admission ticket comprising the steps of engaging a user interface disposed on an electronic food or beverage con-